

# *Wildwood Dixie Youth League*

## **Bylaws**

Passed February 2007

Be it known by all that on this 7<sup>th</sup> day of February 2007, the Wildwood Dixie Youth League Bylaws were adopted and approved as follows. These bylaws shall supersede any and all other such documents.

### **ARTICLE 1** **NAME & LOCATION**

**Section 1.** The League shall be known as the Wildwood Dixie Youth League.

**Section 2.** The principal office shall be located within Wildwood, Fl. 34785.

### **ARTICLE 2** **STATEMENT OF AFFILIATION**

**Section 1.** Wildwood Dixie Baseball shall be affiliated with Dixie Youth and shall be governed by and shall comply with the principals, rules and regulations enunciated and decreed by Dixie Youth. Wildwood Dixie Youth has the duty and the right to choose and affiliate with other Dixie Youth organizations as deemed appropriate by the League. If necessary, inter-league games may be scheduled with other youth organizations by the Commissioner.

### **ARTICLE 3** **EXECUTIVE BOARD**

#### **Section 1. NUMBER & QUALIFICATIONS**

- (A) Property and business of the league shall be governed by its active board members.
- (B) There shall be an Executive Officer Board which shall be comprised of President, Vice-president, Secretary, and Treasurer.
- (C) Each officer's duties are outlined within these bylaws
- (D) The board members shall be composed of an odd number of members (for voting purposes) that shall be determined at the annual meeting by the board each year.
- (E) Any adult of good moral character that has shown previous interest in the board, and is willing to agree to a background check can be nominated to participate in the board. A nominee **MUST** not have any record or conviction pertaining to Domestic Violence, or any crime against a child of a violent or sexual manner.
- (F) All members of the board, except the President, have a vote in all matters pertaining to the business, property, and management of the League in all of the deliberations of the regular and special meetings of the Board. Unless exception applies. See Section 2(Q) below. In the event of a tied vote, then the President shall be allowed a vote as the tie-breaker.

#### **Section 2. ELECTION & TERM OF OFFICE**

- (A) All members of the Executive Officer Board shall be required to be an active member of the board in good standing for a minimum of one (1) season term prior to being eligible for an Executive Officer position.
- (B) Previous members of the board who are still in good standing and having been deemed an "active" member are eligible for nomination and election each year prior to any potential new members.
- (C) Any vacancies thereafter will be filled with new members. New potential members **MUST** be nominated and seconded by current board members and voted upon by the board for approval.

- (D) The officers of the board will resign and be re-elected or new officers elected by a majority vote at the annual meeting each year, which must be at least 30 days prior to the new season.
- (E) Co-officers shall be the Baseball Commissioner, and Softball Commissioner.
- (F) Once the Executive Officers have resigned the Baseball Commissioner will conduct the Annual Meeting at which time the President is nominated and elected. The President shall re-assume the Annual Meeting and conduct all further elections.
- (G) If there are no eligible board members available, or none that desire to hold an Executive Office position, a non-eligible board member may be elected into the position by a majority vote of a minimum of two-thirds vote of active board members; If two-thirds of the board is not present, the President shall call a special meeting for the election where a minimum of two-thirds of the board is present and casts a majority vote.
- (H) All elections shall be held by a confidential ballot.
- (I) Any member nominated must accept such nomination and be willing to perform all duties of the job. Nominee must understand the requirements of being an active board member.
- (J) A secret ballot will be held among the active members in good standing present to vote for their nominees listed. Unmarked votes will not be counted in the final tally. Ballots will be counted by a member of the board and verified by another member of the board, neither of whom is nominated for the office under consideration.
- (K) The President shall conduct contested elections of officers by paper ballot. The Vice-President shall conduct contested elections for the office of President.
- (L) An active board member in good standing is entitled to cast one vote in all elections held for each office. Unless the exception applies. (See Q below)
- (M) When there are two or more nominees, the President shall declare the nominee elected who receives the majority of votes cast.
- (N) If no one nominee receives a majority of the votes cast on the first ballot, a run-off election between the two nominees receiving the most votes on the first ballot shall be conducted in the same manner as the original election.
- (O) When there is only one nominee for any Executive Officer position, the President shall declare that the nominee is elected who receives the majority of votes cast. If no majority is attained, that positions election will be tabled until the next monthly meeting or any special meeting.
- (P) Each officer and member of the board shall be nominated and elected each year.
- (Q) Immediate family members can not hold an Executive Office position during the same term. Immediate family members are defined as spouses, siblings, and children.
- (R) Board members of immediate family shall be allowed no more than three votes.

**Section 3.** The Executive Officers may establish as many committees as it considers necessary.

## **ARTICLE 4**

### **BOARD MEMBERS**

**Section 1.** The Board shall consist of not less than eleven persons. The maximum number of members shall be determined at each Annual Meeting. There shall be an odd number of members on odd years and an even number of members on even years.

**Section 2.** The term for each board member elected at the Annual Meeting shall be two years.

**Section 3.** To be considered and active board member, each member MUST have attended at least 60% of scheduled meetings and worked 50% of league events, not to include regularly scheduled games. Failure to do so will result in removal from the Board. Coaching games is not considered participation in league events.

**Section 4.** All Board members shall serve without compensation, with the exception of certified Umpires.

**Section 5.** The Board, in its discretion, may remove any board member upon the affirmative vote of two-thirds of the active board members at the time such issue is brought before the board for a vote.

**Section 6.** The Board may fill vacancies by nomination at the Annual Board Meeting and followed by a majority vote at the next scheduled meeting. Such vacancies shall be made public before nominations.

**Section 7.** Any Board member who resigns or is removed from the board, in unfavorable circumstance shall not be allowed to return as a Board member for a period of 2 years, not counting the current year. After the 2 year period is up, the member must be nominated and elected as a new member.

## **ARTICLE 5** **MEETINGS**

**Section 1.** Monthly meetings shall be held on the first Wednesday of each month, unless otherwise changed by the Executive Board.

**Section 2.** During the monthly meeting in August, nominations will be made for the following year's Executive Officers.

**Section 3.** During the monthly meeting in September, elections for Executive Officers for the following year will be held by secret ballot.

**Section 4.** The Annual Meeting shall be held in October on the first Wednesday of the month unless otherwise changed by two-thirds vote of the Board. During this Annual Meeting is when the new board members are nominated and elected. The Annual Meeting must be made public prior being conducted.

**Section 5.** Special meetings of the board may be called by the President as necessary with a 24 hour notice or at the request any 5 members of the league. At least 48 hours notice and stated purpose of the meeting shall be given to each member. Executive Board governs all meetings regardless of who requests such meetings.

**Section 6.** A quorum for the transaction of business at any regular or special meeting of the active board members shall consist of two-thirds the active members of the board.

## **ARTICLE 6** **OFFICERS**

**Section 1.** The Executive Officers of this league shall be a President, Vice-President, Secretary, and Treasurer.

- (A) Each officer shall be elected for a term of one year, with no officer holding the same office for more than four consecutive years beginning 2007.
- (B) All Board members shall serve without compensation, including Executive Officers, with the exception of certified Umpires.
- (C) Vacancies due to death, resignation, or removal from office shall be temporarily filled by a majority vote of the active board members. Such replacement shall serve until the next Annual Meeting where an election will be conducted to fill the position.
- (D) All league committees shall fall under one of the officers supervision.

**Section 2.** The President is charged with enforcing the provisions of these by-laws. His duties include but are not limited to:

- (A) Presiding as chairman of all meetings.
- (B) Accepting nominations and conducting elections for all board members and officers, with the exclusion of the President. The Baseball Commissioner shall conduct the election for the position of President.
- (C) Representing Wildwood Dixie Youth at all official functions which he is able to attend. If Commissioner is unable to attend, then it is his responsibility to delegate another officer to attend in his place, if another officer is not available then another board member may attend.
- (D) Making an annual report to the Board and such other reports as he may deem necessary.
- (E) Presenting bids to host Dixie Youth Tournaments to the board for consideration, and to the District or State Directors if appropriate.
- (F) Signing all contracts and other legal documents executed on behalf of Wildwood Dixie Youth with the Board's approval.
- (G) Promoting positive public relations and activities for the Wildwood Dixie Youth program.
- (H) Approving all facilities, functions, and agendas for use or in connection with the annual board meeting.
- (I) Serving as an ex-officio member of all committees.
- (J) Be held as the second signer on all checks for the business of the Board.
- (K) All correspondence and communications with all City Officials.
- (L) Conduct opening and closing ceremonies.
- (M) Perform such other duties as may be placed upon him by majority vote of the active board.

**Section 3.** The Vice President shall perform the duties of the President in the absence or disability of the President, or when the office of President is vacant. His duties include, but are not limited to:

- (A) Act as supervisor over the Baseball and Softball Commissioners, as well as the Equipment Manager.
- (B) Attempt to settle any written disputes that the Baseball or Softball Commissioners have not been successful in resolving. If the Vice-President feels that he also can not resolve the dispute, then it becomes his responsibility to turn over to the board for a vote on the matter.
- (C) Attend Credentials Meeting and State Meeting with Baseball and Softball Commissioners.
- (D) Perform such other duties as may be placed upon him by majority vote of the active board.

**Section 4.** The Secretary shall have charge of all league books, records, and papers, with the exception of financial information. His duties include but are not limited to:

- (A) Record detailed minutes of the Annual and monthly meetings.
- (B) Retain written minutes for one year. Make copies available upon written request.
- (C) Distribute minutes electronically or by mail to all board members at least seven days prior to next meeting. Make available copies of the previous meeting minutes at each meeting.
- (D) Final approval and submission of all forms required for league and tournament play in conjunction with the Baseball and Softball Commissioners.
- (E) Distribute team books; to consist of copies of Official Roster, Insurance form, and Medical Waivers for each player to the coach of traveling teams at least one week prior to the start of league or tournament play, whichever comes first. Books and contents must be turned back in and remain the property of Wildwood Dixie Youth.

- (F) All correspondence and posting of all correspondence and league information at City Hall.
- (G) Act as member on trophy and uniform committee.
- (H) Coordinate and conduct all registrations and registration committee.
- (I) Notifying the members of all Board meeting dates and times.
- (J) Posting public notice of any meeting changes.
- (K) Distribution of sponsor plaques.
- (L) Perform other such duties as may be placed upon him by majority vote of the active board.

**Section 5.** The Treasurer shall have custody of all financial records, money and certificates of deposit. His duties include, but are not limited to:

- (A) Maintain a common league account, with all league income to be deposited through and all league debts being disbursed from. The Treasurer is authorized to sign checks, all such transactions shall require a second signature by the President. If the President is not available for a signature, one of the remaining Executive Officers may sign.
- (B) Work in conjunction with any coordinator that may deal with any financial obligations.
- (C) Submit a monthly summary to the Board at the Annual and monthly meetings.
- (D) Make sure that all franchise and city fees are paid in a timely manner each year.
- (E) Perform all other such duties as may be placed on him by a majority vote of the active board.

**Section 6.** The Baseball Commissioner is charged with enforcing the rules and regulations under which leagues and teams play. His duties include, but are not limited to:

- (A) Coordinate with other Dixie leagues to draft a schedule of games for Wildwood Dixie Youth Baseball.
- (B) Serving as the first arbiter in any dispute concerning the rules and regulations of Wildwood Dixie Youth Baseball. In the case that the Commissioner is not able to resolve the dispute, then it shall be turned over to the Vice-President.
- (C) Attending and representing Dixie Youth Baseball at all official functions which he MUST attend. Such as Credentials and State Meetings.
- (D) Coordinate and conduct season draft.
- (E) Complete official rosters for season and All Stars to be turned into Secretary for final approval and submission.
- (F) Perform such other duties as may be placed on him by a majority vote of the active board.

**Section 7.** The Softball Commissioner is charged with enforcing the rules and regulations under which leagues and teams play. His duties include, but are not limited to:

- (A) Coordinate with other Dixie leagues to draft a schedule of games for Wildwood Dixie Youth Softball.
- (B) Serving as the first arbiter in any dispute concerning the rules and regulations of Wildwood Dixie Youth Softball. In the case that the Player Agent is not able to resolve the dispute, then it shall be turned over to the Vice-President.
- (C) Attending and representing Dixie Youth Softball at all official functions which he MUST attend. Such as Credentials and State Meetings.
- (D) Coordinate and conduct season draft.
- (E) Complete official rosters for season and All Stars to be turned into Secretary for final approval and submission.
- (F) Perform such other duties as may be placed on him by a majority vote of the active board.

## **ARTICLE 7** **AMENDMENTS**

**Section 1.** Bylaws may only be amended every 2 years. With the exception of the initial year of 2007. During this year only, Bylaws may be amended as the board deems necessary with a two-thirds vote.

**Section 2.** Amendments to these bylaws may be made by two-thirds vote of active board members during a designated bylaw meeting to be held 3 months prior to completion of the second year. There must be two readings of bylaws, changes made if necessary and final approval at the third meeting.

**Section 3.** Once approved, bylaws and/or amendments will become effective the following year.

**Section 4.** The original bylaws must remain in tact and any amendments must be added to the end. A cover sheet with any amendments made along with their locations will be maintained at the front of the original by-laws.

## **ARTICLE 8** **DISCIPLINARY GUIDELINES**

**Section 1.** Enforcement of playing rules at league games shall be the sole responsibility of the umpire(s) who have been assigned to the game. Enforcement of additional League conduct rules shall be the responsibility of the appropriate league's Commissioner. For any incidents regarding a player, the Commissioner shall inform and consult with the coach.

Violations of conduct rules for coaches, players, parents, spectators, and board members include, but are not limited to the following:

- Fighting
- Foul language
- Derogatory remarks made to umpires, coaches, or league officials
- Improper behavior in the dugouts or on the fields
- Cheating or fraud of any nature
- Attempts to destruct or vandalize any league or city property
- Repeated violations of equipment or uniform requirements
- Malicious conduct of any kind

Thus, if any coach, player, or fan is ejected from a game for any of the above violations, he/she must leave the playing field immediately, and must leave the park within 10 minutes of the time of ejection (a coach or fan can only return to the park to pick up a player when the game is completed) Wildwood Dixie Youth reserves the right to pursue criminal trespass charges if the police are required to remove someone from the park.

Failure to act appropriately will result in the following suspension and/or penalties;

1. 1<sup>st</sup> offense: Suspension for the next game
2. 2<sup>nd</sup> offense: Suspension for the next two games
3. 3<sup>rd</sup> offense: Suspension for the remainder of the season & All Stars
4. 4<sup>th</sup> offense: Suspension for 2 years from all Wildwood Dixie Youth League events

If the offense occurs during the last game of the season, the suspension will be effective from the beginning of the following season or next season that the violator participates in. The coach, parent, or player may appeal to the Board if they disagree with the outcome. After investigation

and discussion the Board may vote to overturn the suspension or penalty or carry out the disciplinary action, whichever they deem appropriate.

## **ARTICLE 9** **CANCELLATIONS**

**Section 1.** If it is necessary to cancel a game for any reason, notification must be given to the appropriate Commissioner and President at least one hour prior to the start of the scheduled game. League games can only be cancelled by the President and appropriate Commissioner.

**Section 2.** Tournament games may only be cancelled by the Tournament Director.

**Section 3.** Commissioner will coordinate with both teams to reschedule games as necessary.

## **ARTICLE 10** **BIRTH CERTIFICATES**

**Section 1.** League rules on Birth Certificates are covered in the Official Rule Guide of Dixie Youth.

**Section 2.** All birth certificates shall be held in the possession of the Secretary and kept confidential until needed. Security measures must be kept in order to insure the safety of personal identification information.

## **ARTICLE 11** **DRAFT**

**Section 1.** Tryouts will be held prior to the draft by the League on a date and location designated by the Board each year. Each player is required to attend tryouts.

**Section 2.** All managers shall have equal opportunity for acquisition of players and this shall be accomplished through a system adopted by and overseen by the board. All players shall be required to try out under the supervision of the Commissioner. All new players will go into a draft system to be determined by the board.

**Section 3.** Players will be drafted in order. Picking order will be determined by a coin toss.

**Section 4.** A manager may protect 5 returning players, including his child and manager's child. This being said, all siblings must be placed on the same team and will count as draft selections. Siblings will be the ONLY children placed together for ANY reason. NO EXCEPTIONS!

**Section 5.** New T-ball players will be grouped by age and drawn from hat in order from youngest to oldest. T-ball players must be a minimum of 4 years old before the beginning of the season and no older than 6 years old before the beginning of the season.

**Section 6.** In the event that a head coach does not return, then the players from his team will be allowed to be protected on the team only if the previous year's coaching staff becomes current head coach.

**Section 7.** In the event that none of the previous coaching staff is a current head coach, then the players from this team shall go into the draft.



## **ARTICLE 12**

### **ROSTERS**

**Section 1.** Teams are required to fill their rosters to the prescribed number of players.

**Section 2.** No player may be switched from one team to another after the draft has taken place and parents have been notified of placement.

**Section 3.** Any player quitting a team for any reason will not be eligible to participate in program for the remainder of the current season unless he rejoins his original team at the discretion of the team manager.

**Section 4.** The dropping of any player by a manager will be investigated by the Commissioner of the league after the manager submits a letter detailing the reasons.

**Section 5.** Commissioners decision must be reported to the board.

**Section 6.** A player can only be dropped for the following reasons:

- (A) Moving out of district
- (B) Illness or injury
- (C) Disciplinary reasons (repeated violations: derogatory remarks, causing distractions to other players, causing trouble on the field, etc.)
- (D) Chronic failure to attend practice or games (after warning)
- (E) Parents not cooperating with league

**Section 7.** The age group for T-ball shall be league age 4-6. The age group for boys mini-minors shall be 7-8, minors shall be 9-10, majors shall be 11-12. The age group for girls shall be 7-10, 11 & 12, and 13 & up. \*Players may be moved up an age division and brought down to play in All Stars Tournament.

## **ARTICLE 13**

### **GROUND RULES**

**Section 1.** A line up with all eligible players must be submitted to the opposing team's scorekeeper at least 10 minutes prior to the start of the game. All changes in the lineup thereafter must be submitted at the time of the change.

**Section 2.** The official time limit for games will be one hour and thirty minutes with no inning starting after this limit unless a tie exists. T-ball time limit is only one hour and fifteen minutes. However, if an inning has been started prior to the time limit it must be played through its entirety. The start of a new inning is defined as the moment the last out is made. A minimum of 4 complete innings must be played to count as a game, not to include T-ball.

**Section 3.** The maximum number of people allowed in the dugout during the play of any regularly scheduled game shall be the number of authorized players, the manager, and two coaches. T-Ball ONLY may have a scorekeeper or Team mom in the dugout.

**Section 4.** The playing season shall consist of at least 15 games per team played in a consecutive rotation. The champion shall be the team that concludes its regular season with the best record of wins and losses.

**Section 5.** A regular season game that is tied must be played until its full time limit is reached regardless of the number of innings already played. If there is even 1 minute left at the end of an inning a new inning must be started and played through its entirety. The end of an inning is defined as the very moment that the last out is made. In the event that there is still a tie after all innings have been played and the time limit has expired, then game is concluded in a tie.



**Section 6.** In the event of a tie for champion at the end of regular season play, a single game playoff shall be held to determine the champion. The date of this game shall be set by the Commissioner at the earliest possible time following the conclusion of the regular season, and so scheduled that neither team is placed at a disadvantage.

**Section 7.** The 10 run rule will be in effect for all games. If any team is 10 runs ahead after 4 complete innings of play, the umpire will call the game at that time. All players must play one complete inning of ball in a complete ball game.

**Section 8.** All rained out games will be rescheduled by the Commissioner of the league.

**Section 9.** There will be no agitation toward opposing teams by any coaches, players, parents, or spectators at any time.

**Section 10.** Coaches will not be allowed to practice their teams in any manner until proper insurance is in effect. Team practices may only be held on league approved fields. All practice sessions held on the main fields must adhere to the practice schedule set by the Commissioner of the league. No coach shall be permitted to hold any more than 2 mandatory practices per week. Any other practices shall be optional.

**Section 11.** If a ball is hit over the fence or hits a light pole above the fence, it is considered an automatic home run. If a ball is bounced over the fence all players may advance 2 bases.

**Section 12.** Home team shall be located at third base.

**Section 13.** Gates into dugout must be kept closed at all times for safety reasons.

## **ARTICLE 14** **EQUIPMENT**

**Section 1.** An equipment manager should be appointed for maintaining, purchasing and repairing all equipment.

**Section 2.** All equipment should be purchased by the equipment manager at the beginning of each season and shall not be purchased from a business belonging to any board member.

**Section 3.** All equipment shall be disbursed to each manger by the equipment manager. This equipment will be documented and checked in and out by each team manager and equipment manager at the beginning and end of each season.

**Section 4.** A list of damaged equipment, needed repairs, or new equipment needed is required from each manager at the end of the season. It is the team manager's responsibility to return all equipment issued to him/her in playable condition back to the equipment manager at the end of the season.

**Section 5.** Missing or unusable equipment will need to be replaced by the team manger. Failure to return equipment could result in delay of team trophies and/or fine to the team manager.

## **ARTICLE 15**

### **MONEY EXCHANGES**

**Section 1.** The Equipment Manager shall handle all purchases pertaining to equipment. Any purchase more than \$200 each shall require the approval of the Vice-President. Any other purchases for the league must be directed through the league's Executive Board.

**Section 2.** The only exception will be that supplies for the concession stand may be ordered by the Concession Manager.

**Section 3.** This is a voluntary league. No League official, manager, coach, or board member will receive any money for lost work time while volunteering for the league. No official, manager, coach or board member of the Dixie Youth League will be paid for work in connection with the regular season, except for official umpires.

## **ARTICLE 16**

### **CONCESSION STAND**

**Section 1.** The concession stand must be manned by a minimum of one (1) adult.

**Section 2.** The minimum age to stock and distribute items in the concession stand is six (6).

**Section 3.** The minimum age to handle money in the concession stand is twelve (12).

**Section 4.** No body, including board members are allowed to ring themselves up or have a family member ring them up. A third party must handle the transaction. This protects the league as well as the individual.

**Section 5.** There will be absolutely **NO** credit in the concession stand extended to anyone.

**Section 6.** Only official umpires will be given a drink for each game they officiate at no cost.

**Section 7.** At the end of each night, the money from the register will be counted by the Concession Manager and Treasurer. The money will then be given to the Treasurer for deposit. In the event that the Concession Manager or the Treasurer is not present then, they will each decide who from the board members shall stand in their place for the evening. The two members counting and verifying money shall not be relatives.

## **ARTICLE 17**

### **ALL STARS**

**Section 1.** The manager of the All-Stars team shall be the manager whose team finished in first place in regular season standings during the current year with board's approval. He shall select an assistant coach from among the other managers and/or coaches within the same age division with the board's approval. In the event that All Stars coaching positions can not filled from within the same age division, then the manager may seek coaches from other age divisions, but still within Wildwood Dixie Youth League.

**Section 2.** In the event that a winning manager declines his position with the All-Star team then the position shall be offered to the remainder of his coaching staff and then to the manager next in line in order of finish, with board's approval.

**Section 3.** An All-Star team shall be selected at the end of each season by the All-Star manager and coach.

**Section 4.** Eligible players for All Stars are players that fall within the proper age limit and have played a minimum of nine scheduled season games. All Stars players **MUST** be available for the entirety of the All Stars Tournament. If a player is not able to participate in each and every tournament, then that player is not eligible for All Stars and may not be considered for placement by the manager.

**Section 5.** Any player or coach who is found to knowingly disregard the provisions set forth in Section 4 above shall be subject to penalty as the Board sees fit.

# *Wildwood Dixie Youth League*

## **Managers & Coaches Rules & Responsibilities**

You have a tremendous responsibility of leadership and a great capacity for doing good. In some ways you are more than a coach to these young ball players while you have them, and the example you set for them will go with them into the future.

Treat the players with respect and they will usually reply in the same way. In league games & tournament games when the “pressure” is on, things can get pretty touchy, a cool head on the manager’s part is most important at this time, and error or strike-out is no excuse for an angry yell from the coach. That player will have already punished themselves a lot more than you can by angry words or actions, their anguish can not be measured and their own disgust is in plain view for all of us to see.

In order to insure that proper leadership and example are present, certain reminders for the managers and coaches are felt advisable. These are offered in the hope that all will accept them in the spirit they were given: merely to insure that our youth will not be led astray by our failure in leadership. They look to you for example. If **we** do it, then it is perceived that it is okay for them to do. Be sure that what you do and say is always in good taste. Keep in mind that regardless of our own opinions or feelings, we must set our principles at the level that will suit the most exacting parent.

With these thoughts in mind, kindly note the following:

- 1) Your prime consideration at all times is the well-being of each player.
- 2) You are dealing with immaturity; expect this from your players.
- 3) Treat each player as an individual.
- 4) Don’t ignore anyone on your team. Make each player feel that he/she is an important part of the team. You will be expected to take the time to coach **each** player on your team.
- 5) Remember this is amateur ball, strictly for enjoyment and a learning experience. No game is a matter of life or death. Victory or else. Do not put too much pressure on their young minds.
- 6) It is your responsibility to instill in your players true sportsmanship and sound fundamental baseball knowledge.
- 7) Remember the physical limitations of your players. They are undergoing rapid physical growth.
- 8) Always use moderation in practice sessions and amount of play from each player.
- 9) Never condemn a player for an error. Point out mental errors constructively.
- 10) DESIRE should become the main ingredient that you seek. HUSTLE should become a regular part of each player’s vocabulary. Insist on all-out effort as the only way a ball player should conduct themselves.
- 11) Set an example by being modest in victory and gracious in defeat.
- 12) Know the rules; ALWAYS have a rule book handy.
- 13) Insist that your players look like ball players- properly and fully dressed.
- 14) Never use any profane or questionable language or gestures around any of the players at any time.

- 15) Never come to practice or games after drinking alcohol, or partaking in any other mind altering substance.
- 16) Remember **participation**, not perfection or championship, is our main objective.
- 17) As the coach you are responsible for the conduct of your players and well as the parents. You will be expected to control players and parents if necessary. If there is ever an issue with a parent or fan that you can not resolve, find the closest board member to help you.

Thank you for your willingness to devote your time to this cause, without you and others like you there would be no such program for our community's youth.

# *Wildwood Dixie Youth League*

## **Umpires General Instructions**

1. Neatness is a must – a well groomed team of umpires coming onto the field makes a very favorable impression. The first is a lasting impression. Make sure uniforms are clean and in good condition.
2. Be courteous at all times; however, avoid visitations while entering the field, never enter into any unnecessary discussion while on the field. There is no surer way to start gossip than by thoughtless familiarity between umpires and attaches of contesting teams. When umpires enter a ball park, their sole duty is to umpire the game as the authorized representatives of the league. Keep in mind at all times that your position calls for the settling of controversies on the field of play and not starting them elsewhere.
3. During the game, if a manager has a legitimate point to discuss regarding the rules, he has the right to do so. An umpire can do this with dignity, however, not for too long a time. Allow them to speak their peace, but never to the point where it may delay the game.
4. Keep the game moving, eliminating any possibilities of delay.
5. Umpiring is often a trying position which requires the exercise of patience and good judgment. Never forget the first essential in working out a bad situation is to keep your own temper and self control. Don't hear everything that is said. You can avoid a lot of trouble by following such a practice.
6. Keep your eye everlastingly on the ball while in play. Do not call plays too quickly or turn away from a play after making a decision. Watch for dropped balls. Many an umpire has developed the bad habit of calling plays too quickly.
7. Be in stride and in proper position.
8. Never allow profanity. Should it occur on the part of anyone in the game, a first warning shall be given. Never be in a hurry to throw anyone out of a game. It requires tact, diplomacy and good judgment on the part of the umpire as what procedure to follow.
9. While going over the ground rules, make sure that both teams are in the dugouts.
10. Prior to game time the Umpire in Chief will discuss thoroughly with his colleagues, the procedures that they will follow. This is most important. There have been situations where two umpires have become involved in rendering two different decisions at one given base; such situations place the umpires in a very bad light.
11. The Umpire in Chief should as quickly as possible introduce his colleagues to the managers and coaches. If the rule book does not cover a certain situation on the field, then the Umpire in Chief should instruct the managers on the technicality involved and order the game to start. It is indeed boring to spectators to witness a long drawn out discussion at home plate; however, a thorough understanding of the ground rules is vitally important. Failure to have a complete understanding of the ground rules can lead to trouble and delay of the game.

12. Instruct managers and coaches that they can not question the plate umpire on the calling of balls and strikes.
13. Do not allow unnecessary huddles around the mound.
14. Between innings, umpires should not indulge in unnecessary conversations among themselves or with managers, coaches, players, or spectators. Do not move around between innings and visit with your associates. If you are positioned at first base, remain behind that base. Outside of specific duties, try at all times to remain in the background.
15. Always carry a rule book. Many umpires have developed the attitude that it is beneath their dignity to pull out a rule book. This is not so. Major League umpires are instructed to carry rule books. If you are not sure of a rule, consult your associates and if necessary, the rule book. The first requisite of good officiating is to make sure you are correct. Umpire dignity may be important, but never as important as being correct.
16. Try to be in front of the play at all times. A good umpire will never allow himself to be screened off a play.
17. Never allow a player to appear in the game unless he is dressed in full uniform. Make catchers wear their gear. Instruct players to tuck in their shirts, especially the pitcher and batter.
18. Do not throw out balls on every trivial complaint. A slight scuff on the cover of a ball can be smoothed down by a little pressure of the thumb. Inspect all balls that strike the protective wire or the fence. Plate umpires should never throw a new or alternative ball into the game after a ball leaves the playing field, such as on a home run. Wait until the batter and all the base runners have completed their circle of bases to which they are entitled. Many umpires have developed a bad habit handing the catcher or throwing a new ball to the pitcher the moment a batted ball leaves the playing field. Such a practice can lead to trouble. Wait until the play has come to a conclusion before putting a new or alternate ball into play.
19. Never declare a slowly batted ball hit between home and first or third a foul ball until the ball stops rolling. Calling such plays prematurely leads to serious trouble. A rolling foul ball may roll into the infield before going past first or third. Many umpires have developed a very bad habit of calling a batted ball foul the moment it hits in foul territory. Should such a decision be made and the ball rolls into fair territory the umpire must change his ruling from a foul ball to a fair ball. Do not be in a hurry to rule a foul ball. Wait and be safe.
20. Under no circumstances should the plate umpire officiate without full body protection. Aside from face mask and body protector, wear shin guards and a protective cup. Look straight ahead on all pitched balls. Never turn your head. Many have the bad habit of turning their head the minute the pitched ball reaches the batter; as a result they may miss the pitch. If a pitched ball should hit the umpire's mask while looking straight ahead, the impact will not cause any serious harm. If struck on the side of the head or face, one can readily see the danger of such a procedure.
21. Maintain discipline at all times. The umpire has full authority to do so. He should never hesitate to use such authority when ever or where ever necessary; however NEVER abuse such authority.



22. Be courteous, impartial, and firm at all times. Umpires are not teachers on the field of play, but they can in some measure act as supervisors. When there is a penalty for an illegal act, the umpire can explain to the player(s) what was done wrong and perhaps prevent a repetition of same. A word of encouragement on the part of the umpire is by far better than a discouraging remark. The proper psychological approach to various happenings on the field of play on the part of the umpire in youth baseball is by far more important than just the calling of balls or strikes, or calling a runner out or safe.
23. The moment the game is over, the umpires should meet both scorekeepers on home plate and make sure that both scorebooks are correct and sign off on both books. You may then leave the field. Do not wait around to rehash the game with managers or players. It can lead to arguments.
24. Make sure that no loose equipment is lying around.
25. Do not allow anyone on the field or in the dugouts to use tobacco products of any kind. This rule shall be strictly enforced. This applies to managers and coaches as well.

# *Wildwood Dixie Youth League*

## **Message to our parents:**

Who needs you? WE DO!!!

Wildwood Dixie Youth needs parents. However, the parents have some responsibilities and it is important that they understand the important role that they play in supporting this league.

How often does one hear Wildwood Dixie Youth parents sing the praise of their children and criticize everyone in the league, from the President on down. This is discouraging to the league volunteer, and all too often over shadows the tremendous advantage of this wonderful youth program. It is only natural that every parent wants his child to excel in everything that he undertakes. It is a certainty that every child who trots out on the ball field will not be a super star, and the less stress that we put on them, the better they will enjoy the game.

The league can not survive without parent participation. Maybe not the over-enthusiastic type, but the parents who come to the ball park to not only cheer for their son's team but for all the players of our community. They buy hot dogs and popcorn at the concession stand and participate in fundraisers for the league.

We need parents who look deep and discover the REAL purpose of the program is not winning championships, but teaching our kids to play ball while having fun, how to do their best and accept the results, to work each day to make their playing ability a little better than it was yesterday, but never forgetting the fun they get from playing this game conceived so many years ago by Abner Doubleday.

Parents must be willing to assume positions of responsibility or there will be no league for their child to enjoy. There is a job for everyone, and past experience is not necessary. Parents never really appreciate the objectives of the league until they roll up their sleeves to help shoulder the load. There are hot dogs to wrap, water coolers to fill, foul balls to chase, advertising to sell, paper wrappers to pick up, and sticky money to count. There is no limit to the talents required to operate the Wildwood Dixie Youth League.

Parents should never complain unless they are willing to take an active part in the league! They should never complain about the umpire unless they offer to take his place. They should never offer advice to the coach unless they offer to help him practice the team. A good parent will encourage his youngster, never push him. Let them play under the direction of their coach and let them enjoy it. Don't expect your child to be a superstar. Help them to be responsible, reliable, trustworthy, determined to always do their best, while never making excuses, always ready to praise his opponent for job well done, and always anxious to play the next game. Teach him early in life that the things in life which will mean the most, will not come easy, but never loose sight of the goal, no matter how difficult it may seem.

Parents...get involved. If you really want to make your child stick out their chest with pride, just take a working part in your league. You will become your child's hero.

## ***Tee - Ball Tournament Rules***

As provided by District 6 Director: Allen Kirkland

### **Playing Field Dimensions:**

1. 45' bases: Approx. 115' fence line
2. Pitcher's Circle: 5' Radius with center 35' from the point of home plate line with second base
3. Catcher's circle: 10' radius center on the point of home plate
4. Batter's box: 5' long x 3' wide, placed 6" from the side of the plate, 2' of the box forward of the center of the plate & 3' of the box backward from the center of the plate.

### **Equipment:**

5. The bat shall be no more 27" in length & 2 ¼" in diameter.
6. The ball shall be a RIF level 5 Sof-Dot or PS9 Poly T-ball or their equivalent.

### **Putting ball in play:**

7. Thirteen players shall be on the roster with all players batting in the defensive line up & every player playing one full inning in the outfield. However, if the opposing team has fewer than 13 players then the minimum number of players present on one given team determines how many players both teams will have to play on defense. However, all players for both teams will still be on the offensive line-up.
8. To complete an offensive inning, a team will either have batted 10 players or made 3 outs, whichever is first.
9. Any ball hit ON or PAST the 10' circle, in fair territory will be a fair ball regardless of how much rubber is touched on the tee.
10. The INFIELD FL Y RULE is NOT in effect. This means that if a player catches a fly ball, it is an out.
11. An over throw to first and third bases in foul territory is a dead ball & all base runners will be awarded one base. (It is the umpire's discretion on a playable ball)

### **The Batter:**

12. The batter will be called out if he/she attempts to bunt. The batter must take a full swing at the ball. This is a judgment call by the umpire and is not to be confused with an "accidental" hit as in Rule 15.
13. A batter must be in the batter's box while attempting to hit the ball. If the batter's foot is on the line he/she is in the box. If any part of the batter's foot is outside the line, the batter is out.
14. Slinging the bat is an automatic out. No warning is necessary.
15. The batter will be allowed to level his/her bat with the ball (half swing) twice prior to each attempt to hit the ball. If the ball is "accidentally" knocked off of the tee & does not land in fair territory it is counted as a strike. If the batter misses the ball entirely on the third strike he/she is out unless the ball rolls on or past the 10' batting circle as in Rule 12.
16. The umpire or coach will adjust the tee for each batter twice prior to his/her turn at bat. If tee is hit, the umpire at his discretion will re-adjust the tee.
17. The umpire will remove the tee from the plate when a ball has been hit into fair territory. The tee will be replaced when the current play has been terminated. A base runner must touch home plate in order to score a run.

The Runner:

18. To stop the advancement of the base runners, a player must have possession of the ball inside the pitcher's circle & must raise either hand. Pitcher must not simultaneously attempt to make a play on any base runner.
19. Any attempt by the runner to advance to the next base will place the runner at risk of being put out. Any base runner that has not passed the half way point in between bases when the player has raised their hand, in accordance with Rule 18 above, returns to the previous base.

Outfielders/Infielders:

20. Infielders may shade to the left or to the right of their normal positions. However, those positions normally to the right of second base cannot move to the left of second base before the ball is hit, nor can the those positions normally to the left of second base move to the right of second base before the ball is hit.
21. The pitcher must be in the pitcher's circle, the catcher placed behind the umpire & at least four outfielders in place prior to the ball being hit. (This rule is to prevent a roving outfielder a position in the infield).  
**PENALTY:** Offensive team has the choice of accepting or rejecting the play.
22. The catcher's playing area will be within a 10' circle and include the area behind the batter's box. The umpire will place the catcher behind or off to the side for the catcher's safety. A helmet will be worn by the catcher.

Coaches/Managers:

23. Only four adults will be allowed in the dug out. One adult scorekeeper must stay in the dugout at all times.
24. Coaches & Managers on the playing field during a game will be stationed as follows:  
**Offensive** coaches in boxes at 1<sup>st</sup> & 3<sup>rd</sup> bases. A manager or coach will be in the designated area outside of the dugout. **Defensively** one manager/coach may stand in the designated area outside the dugout. The remaining staff must be in the dugout or behind the dugout fence.
25. A coach/manager must not touch a base runner in order to assist the runner in running the bases. The base runner will be called out if there is a violation of this rule.

Protest:

26. The method for filing a protest shall be as follows: (1) The umpire must be notified of the protest, only protests substantiated by an official rule will be heard; then the umpire will present the protest to the protest committee for resolution. (2) The Manager of either team has the right to appeal the decision to the Tournament Director. (3) A final appeal may be made to the District 6 Director or his appointed representative. If unable to make contact, the last decision is final. The game will not be continued until a final decision has been made.

Starting & Ending the Games:

27. A game will be called once a team has been mathematically eliminated.
28. The umpire may stop the game at any time for the safety of an injured player. It will be the umpire's discretion as to where runners are placed.
29. Any situation not covered: Refer to the Dixie Youth Rulebook.